

This is a basic "How to.." on installing and posing a figure in MPFB2.

MPBF2 is a derivative of MakeHuman but it is not the same, but uses the same info. It allows you to create characters inside Blender rather than using MH and then transferring them.

This writeup assumes that you can do the basic Blender operations such as zooming and rotating, etc, but requires no in-depth ability with Blender.

Firstly, you need a version of Blender from 4.2 onwards (currently its 4.3.2) and then you need to download the MPFB2 "nightly build" from <https://files2.makehumancommunity.org/plugins/>
- look for the file called mpfb2-*.zip (the * will be the date written backwards i.e 20250116)

Open Blender and go to "Edit" on the top line then scroll down to "Preferences" and click it.

Look for "Get extensions" on the LH panel and select it. In the top RH corner of the main window there is a down arrowhead. Click that and from the dropdown which appears, click on "Install from disc".

The LH panel is now headed 'System' and you need to browse to wherever you downloaded the MPFB2 plugin - mine is in Downloads.

Click it and you will be presented with a list of the entire directory contents! At the top will be a list of folders, followed further down by individual files.

Click "Date Modified" at the top of the window and your downloaded MPFB2 plugin should be at the top of the individual file list - assuming that you haven't downloaded anything else subsequently.

Select that file, and off to the RHS, at the bottom, "Install from disc" should be highlighted in blue. Click that and then wait a short while. You may see a brief message at the bottom which says something like "Installed mpfb" but it flashes on and off quickly. Wait another few seconds and the main window should change to say "Installed MPFB"

Now if you try to create a figure at this point, you can but it will be very bland and featureless and you really need to download and install the basic "Makehuman system assets" from https://static.makehumancommunity.org/assets/assetpacks/makehuman_system_assets.html - you need to click on Mirror 1 (or 2) to start the download. Be aware that it can take up to 2 hours to download!

To install it, scroll down to "Apply Assets" --> Library Settings --> Install Assets --> Load Pack from Zip file. Then in the window that opens, find your downloaded file and select it, then click the blue "Load Pack from Zip file" button.

You may need to close and restart Blender to see the assets in the library lists.

There are various other asset packs which you can load in the same way if you want to. The assets are all common with MH if you already have them and there is a complete thumbnail gallery at <http://www.makehumancommunity.org/clothesgallery.html>

However, as you will see most of them are irrelevant to us, as also are a lot of the basic ones. It is quite possible to delete the rubbish so you don't have to keep wading through Santa hats, etc. You simply need to go to the asset repository on your computer, find what you don't want and use the delete button! I installed everything in default directories when I set it up and my assets are held at C:/Users/YOUR USER NAME/AppData/Roaming/Blender Foundation/Blender/4.3/mpfb/data/

That's it for now so you can close the Preferences window.

In the main Blender window, at the top RH corner is the 3 coloured global view selector and to right of that is the edge of the window and an Options drop down at the top. Ignore those (!) but on the RH edge of the window near the top is a tiny horizontal left facing grey arrowhead, Click that and a new window pops out (apparently called the "N Shelf"). Written vertically it will say "Tool , View , MPFB v2" on 3 tabs. Click the MPFB2 one and select "New Human". (If you want to get rid of this dropdown window later, just simply press "n" on your keyboard.)

You will need to select "From scratch" and from here on it is basically just a question of working down through the various menus to create the figure you want. Best to try different things to see what they do.

Eventually you will come down to the Rig section. In here, just select the Standard Rig option and you will notice that a skeleton of thin lines appears on your figure. These are the bones and if you click on it you will see a small section highlighted in blue, corresponding to one bone.

Carry on down the menus and there is a section called Rig Helpers. Open this and there are various options, but what they basically do is link a chain of bones together, so that for example, moving the wrist also moves the rest of the arm to avoid (mostly!) weird unnatural configurations. There are sections for arms, legs, etc, and if you hover at the end of the descriptor, it gives various options for what is included in each chain.

Select your choices (personally, I turn off the eyes Helper because swiveling eyes are pretty pointless for our use) and you will see fine black circles appear on your figure - these indicate the Helpers.

So far we have been in Object Mode, but now you want to click the Object button at the top left and select Pose Mode from the dropdown.

IF you put the cursor on one of the circles at the wrist it will turn blue. Now press r on your keyboard and two small black arrows appear and then moving the cursor swivels the arm - the direction of swivel depends on which direction you are looking from.

However, if instead of pressing r, you press g, this will allow you to move the wrist in any direction and the arm will follow it to a reasonably natural configuration.

NOTE: Pressing g is NOT mentioned in the video or any of the documentation - my thanks to Paul-in-Ricky for working this out.

There is a YT video "Getting started" which is quite good although a wee bit out of date - it's a bit fast but slow it down and then stop/start and it's followable. The first bit is basically what I've said here.

<https://www.youtube.com/watch?v=9jmTdhVjAsI>

This should get you started and then you can experiment as much as you like.